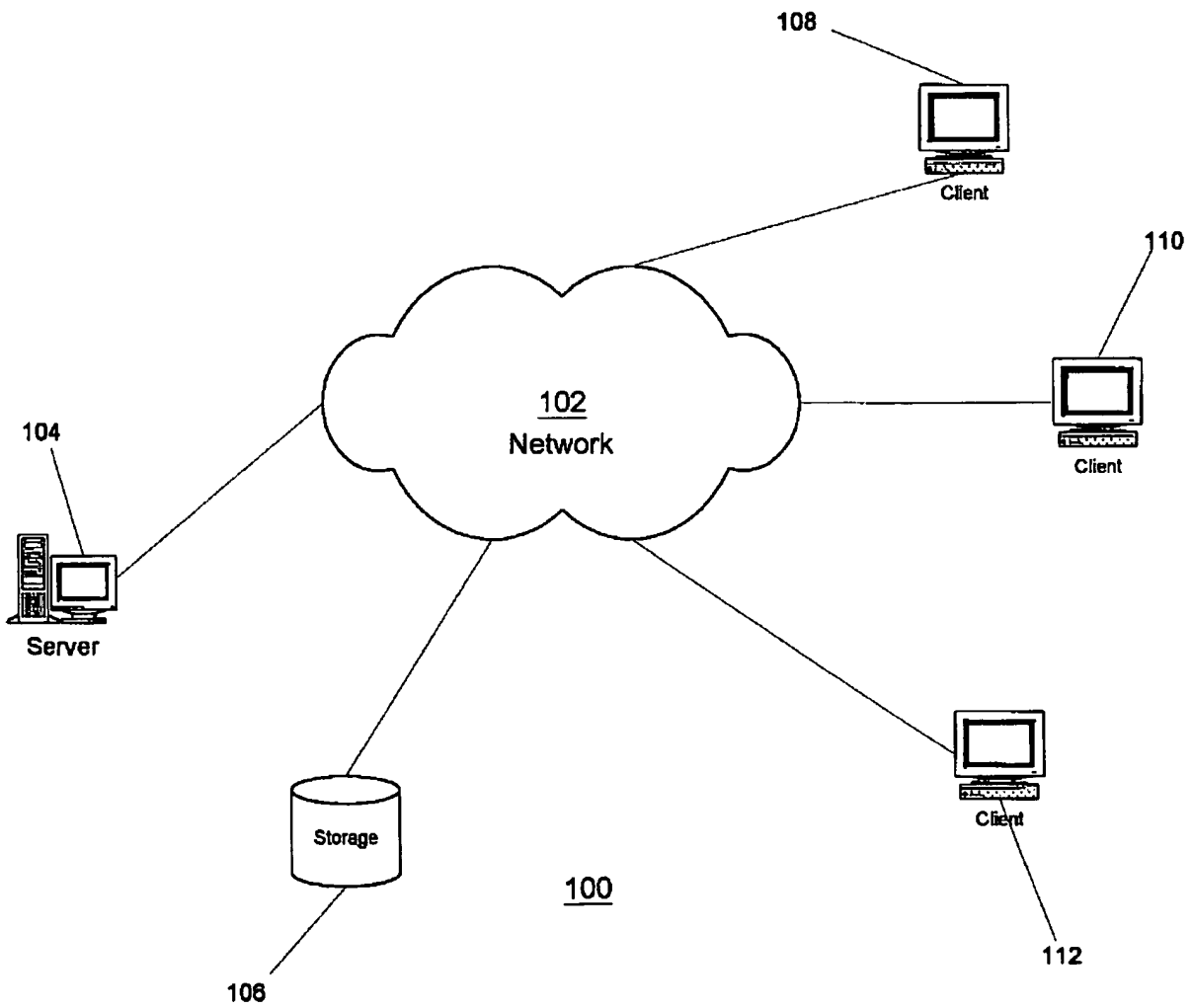


Figure 1

AUS9-2000-0295-US1



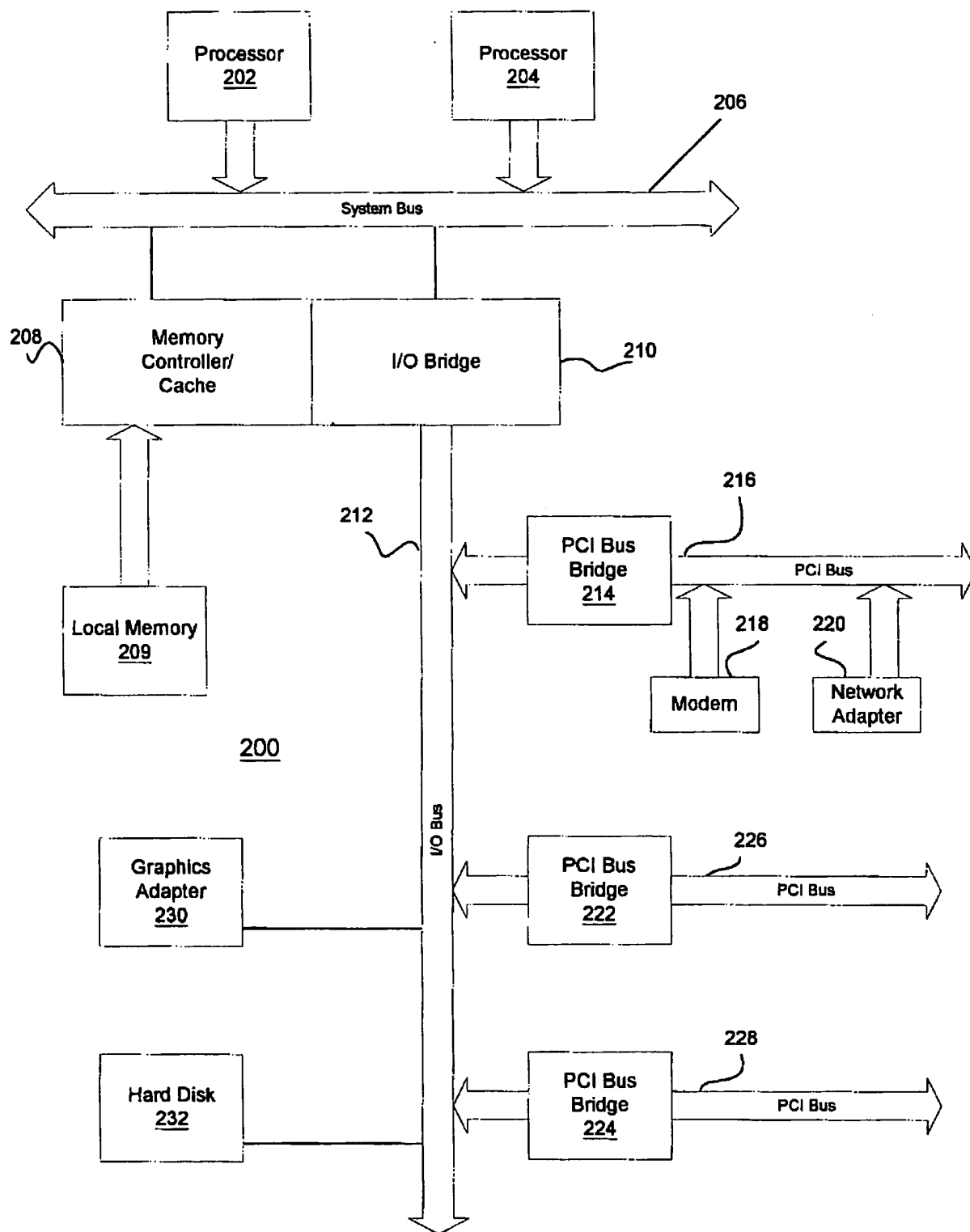


Figure 2

AUS9-2000-0295-US1

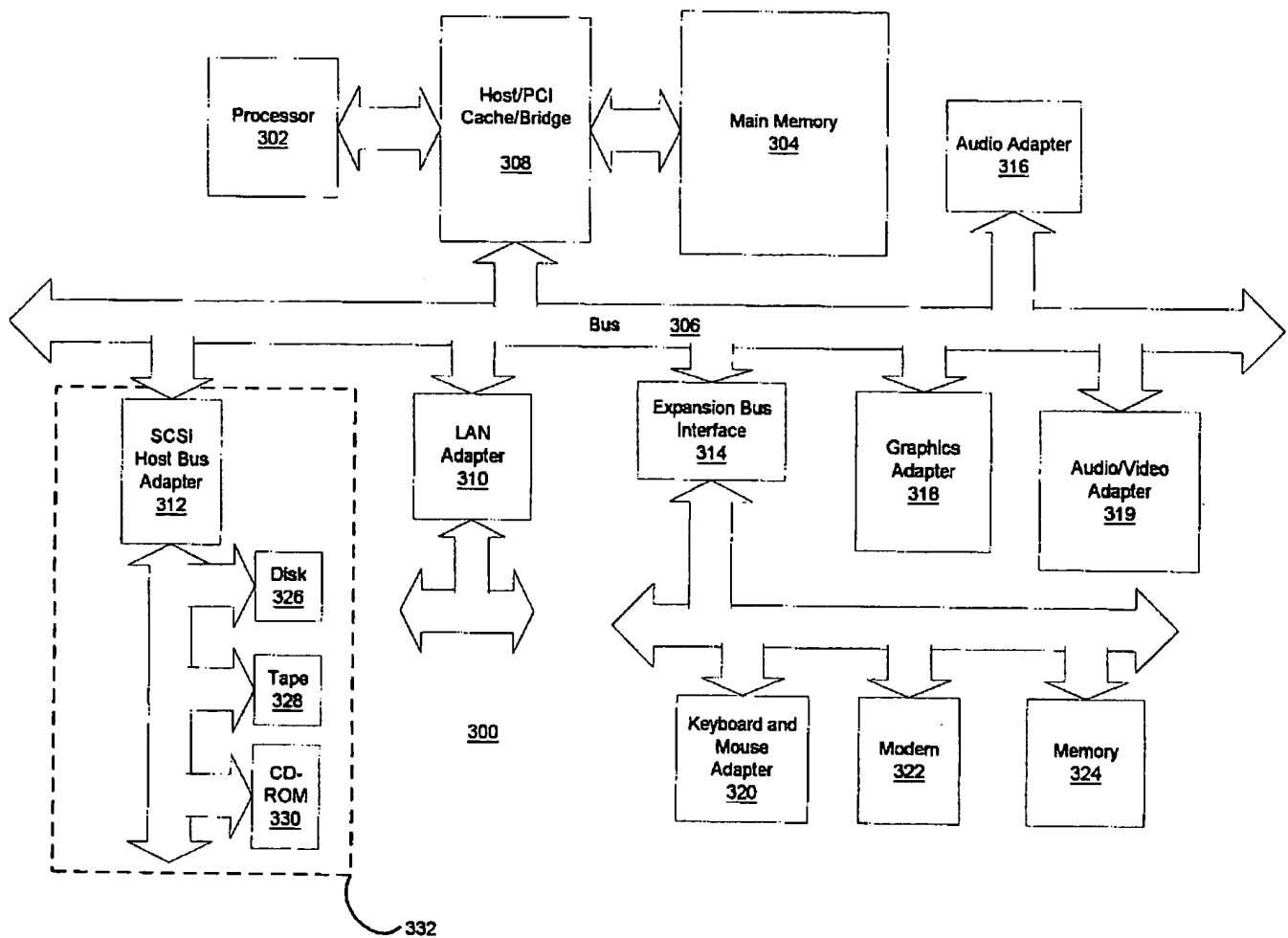


Figure 3

AUS9-2000-0295-US1

Figure 4

AUS9-2000-0295-US1

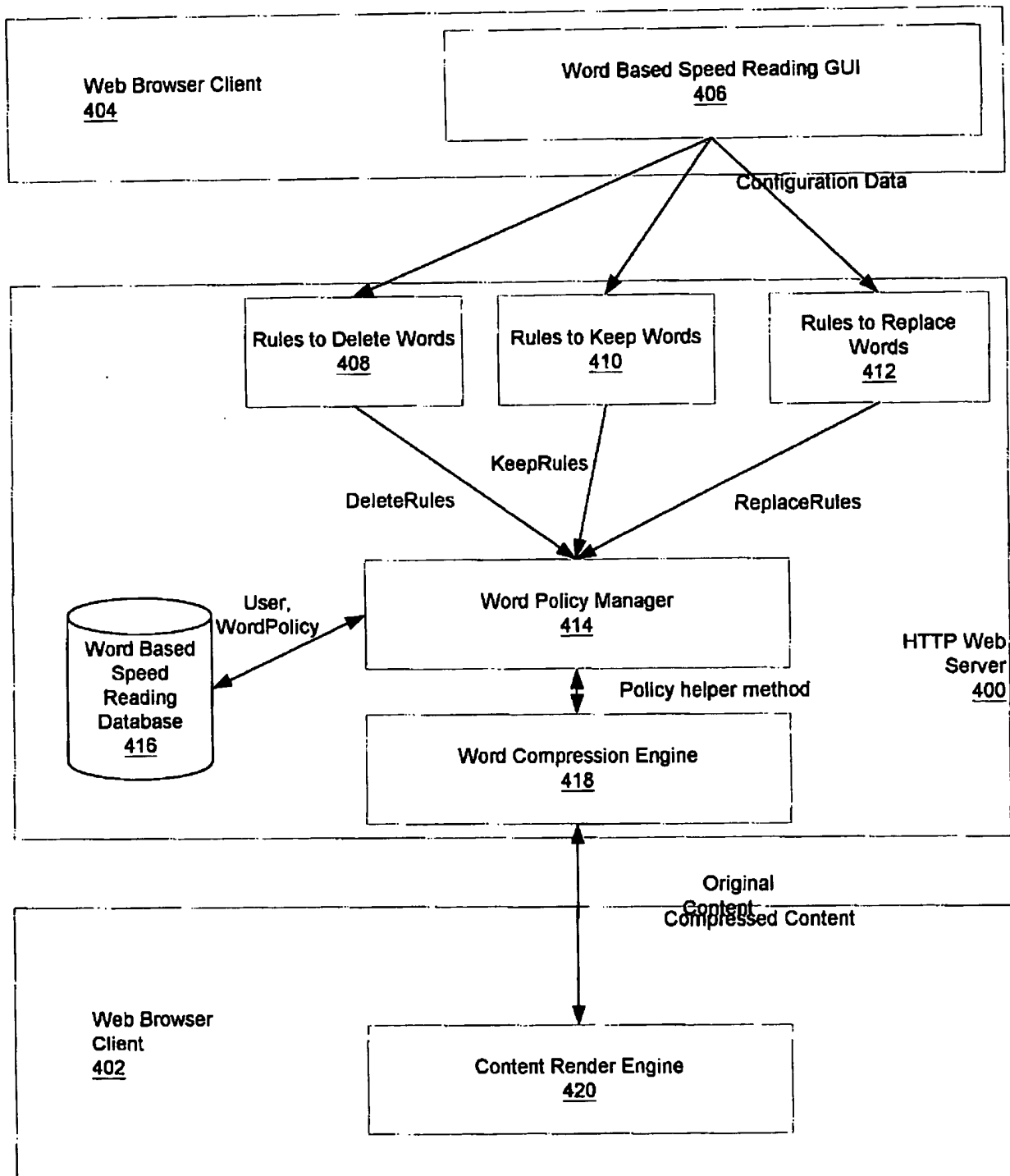


Figure 5

AUS9-2000-0295-US1

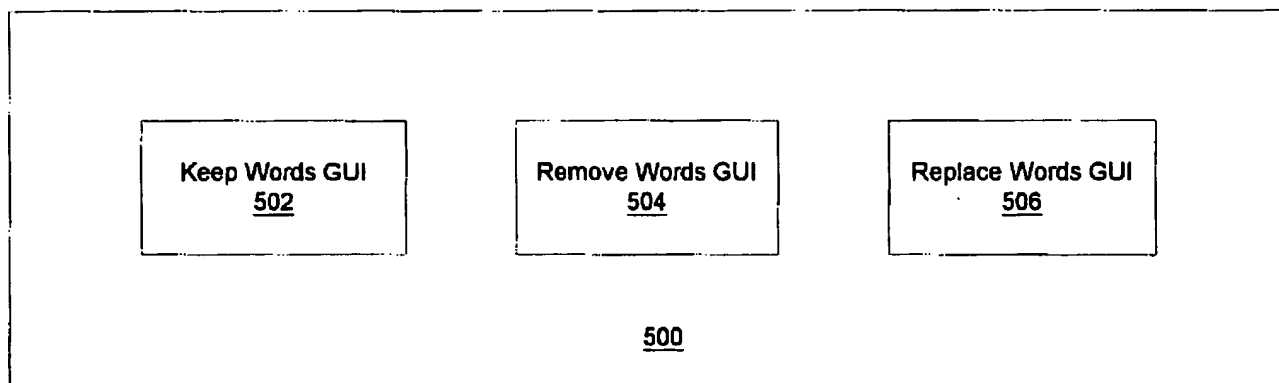


Figure 6

AUS9-2000-0295-US1

Keep By Length

Number of Letters per Word
Limit Content to One Page

3	602
no	604

Keep By Word
Attribute

Bold
Italic
Underline
Link

yes	606
yes	608
yes	610
yes	612

Keep By Number of Syllables

no, 3	614
-------	-----

Keep By Grade Level

10th	616
------	-----

Keep List of Words

not,tennis,stock, new york	618
-------------------------------	-----

Keep List of Links

Starts With... Contains the word...	620
--	-----

602 604 606 608 610 612 614 616 618 620

Figure 7

AUS9-2000-0295-US1

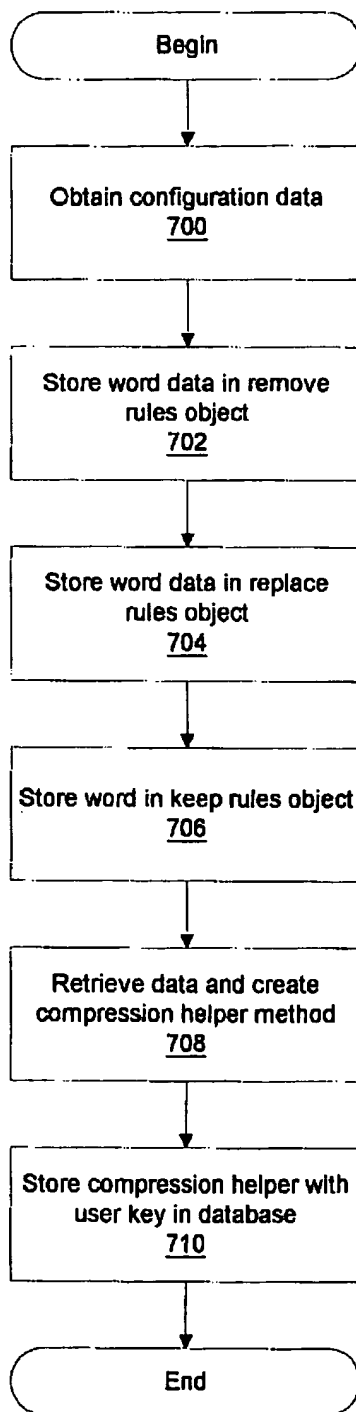


Figure 8

AUS9-2000-0295-US1

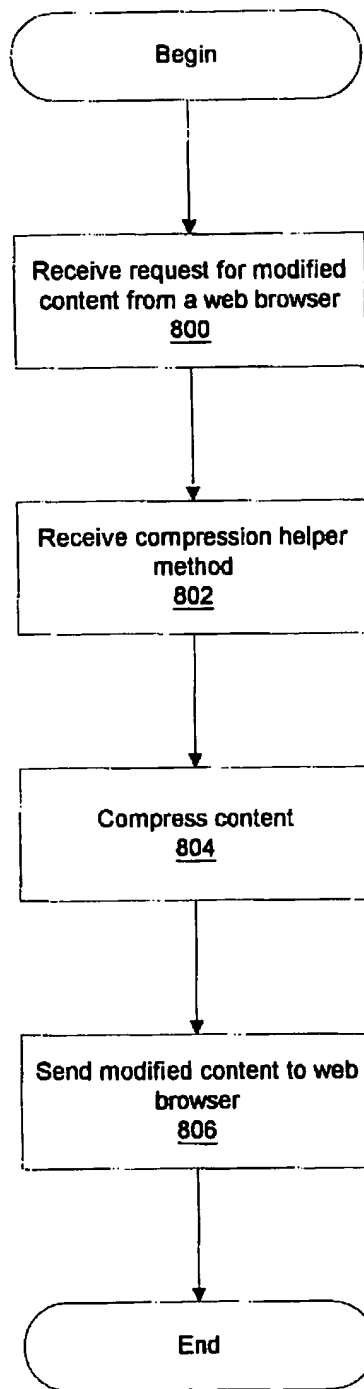


Figure 9A

AUS9-2000-0295-US1

900

```
DeleteWord { // used if delete words defined in GUI

//init constructor
    DeleteWord (int length, int syllable, int
Difficulty, int attribute)

    //data
    int byLength;
    int bySyllable;
    int byDifficulty;
    int byAttribute;
    Vector removeFullWords;
    Vector removeStartsWithWords;

    //methods
    void setFullWord (String word) {}
    void setStartsWith (String word) {}
    boolean deleteWord (String word) {
        //compare length, difficulty, attributes
        //compare with removeFullWords list
        //compare with removeStartsWithWords list
        //return true or false

    void setWord (String word) {
        //used by the GUI to add words to delete (or extended
by Keep Class below)
        //add to Vector
    }
    void setStartsWithWord (String word) {
        //used by the GUI to add words
        //add to Vector
    }
}
```

Figure 9B

AUS9-2000-0295-US1

```
ReplaceWords { // used if replace words defined in GUI
    //data
    Hashtable wordsToBeReplaced
        //key=word to be replaced
        //value=replacement word
    //methods
    boolean replace (String word) {
        //check hash to decide return true
    }
    void setReplacement (String wordToBeReplace,
replacement) {
        //used by the GUI to add words
    }

    String getReplacement (String word) { }
}

KeepWords { // used if keep words defined in GUI
    extends DeleteWords

    //init constructor
    KeepWords (int length, int syllable, int
Difficulty, int attribute)

    //methods

    boolean keepWord (String word ) {
        //compare length, difficulty, attributes
        //compare with removeFullWords list
        //compare with removeStartsWithWords list
        //return true or false
    }
}
```

AUS9-2000-0295-US1

```
CompressionHelper {
```

```
String getReplacement (word){
```

```
int getNumSyllables (String word) { return numberOfSyllables }
int getWordLength (String word) { return wordLength }
int getDifficulty (String word) { return GradeLevelDifficulty }
int getAttributes (String word) //bold=1, underline=2, italic=3, etc.
{ return VectorOfAttributes
```

```
boolean isPartOfWordRemoveList = DeleteWords.deleteWord (word);
boolean isPartOfWordKeepList = KeepWords.keepWord (word);
boolean isPartOfWordReplaceList = ReplaceWords.deleteWord (word);
```

```
CompressionHelper(String word) { };
CompressionHelper(String [ ] words) { };
```

}

AUS9-2000-0295-US1

```
//String getModifiedContent (String OriginalContentInFileFormat) {
    //create InputStream from OriginalContentFile
    //create InputStream for ModifiedContentOutputFile
    //loop through all words
        ifWordOnDeleteList //create CompressionHelper classes
with each word to be analyzed in parallel with reading the unmodified
file content. After caching the compression helpers away, the boolean
falgs can be used to determine how the modified content is rendered
(word removed, word replaced, word remains intact).
        and NOT on isWordOnKeepList OR isWordOnReplaceList
            //delete word
            //break next word
        else IfOnKeepList AND NOT on WordReplaceList
            //break next word
        else //OnWordReplacelist
            //replace word

    Write result to ModifiedContentOutoutFile
}
```